Media for Design Development  
Arch 423/523—Summer 2014  
278 Lawrence Hall  
6/23–8/13; Tuesday/Thursday 1:00–2:50 p.m.  
Instructor: Cem Kayatekin (cem@uoregon.edu)  
Supervisors:* Judith Sheine (jesheine@uoregon.edu)  
Glenda Utsey (gutsey@uoregon.edu)  

*Graduate students are invited to speak with Prof. Sheine and Prof. Utsey, in addition to the instructor, with any questions, concerns, or comments they have in relation to the course, throughout the summer term.

Course Description  
Mixed media, when used rigorously within the design-development and image-production process, can allow for significant creative fluidity and insight. This course, as such, focuses on developing various media skills that can be used to: (1) reinforce and strengthen the iterative design process, and (2) help to create deep, layered, and provocative images and renderings.

Course Objectives  
The objective of this course is to develop students’ mixed-media skills and understandings, using a variety of weekly assignments, culminating in a midterm and final project. Throughout the term, students will be challenged to engage in, and learn from, the interplay between digital and analog rendering, photography, digital collage, and rapid physical modeling.

Course Requirements  
Students are required to attend all classes, do all assigned readings, participate in class, complete all assignments, and complete the assigned midterm and final projects. No late assignments will be accepted, except in the case of emergency or specific prior arrangement with the instructor.

Course Evaluation  
- 15% Class Attendance  
- 20% Class Participation  
- 35% Assignments  
- 30% Midterm and Final Projects

Schedule  
- Week 1 (6/24, 6/26)—Photography, digital collage, analog rendering.  
- Week 2 (7/01, 7/03)—Rapid physical modeling, photography, digital collage and rendering.  
- Week 3 (7/08, 7/10)—Digital and analog rendering.  
- Week 4 (7/15, 7/17)—Midterm presentation  
- Week 5 (7/22, 7/24)—Digital and analog rendering.  
- Week 6 (7/29, 7/31)—Digital and analog rendering.  
- Week 7 (8/05, 8/07)—Digital and analog rendering, photographic effects.  
- Week 8 (8/12)—Final presentation
Required Software
Adobe Photoshop.

Required Tools and Implements
Computer, camera, pencil, pen/ink, colored pencils, straight edge, trash/trace paper, eraser, an inexpensive but malleable modeling product (e.g., modeling foam, non-drying clay).

Suggested Reading and Related Links
- Ken Roberts Memorial Delineation Competition (http://www.krobarch.com/). The previous year’s competition deadline was October 28th, 2013.
- http://architectural-review.tumblr.com/

Students with Disabilities
Students who have a documented disability and anticipate accommodations in this course should arrange to meet with the instructor by the end of the first week of classes and provide documentation from UO Disability Services.

Inclusion Statement
The School of Architecture and Allied Arts is a community that values inclusion. We are committed to equal opportunities for all faculty, staff and students to develop individually, professionally, and academically regardless of ethnicity, heritage, gender, sexual orientation, ability, socio-economic standing, cultural beliefs and traditions. We are dedicated to an environment that is inclusive and fosters awareness, understanding, and respect for diversity. If you feel excluded or threatened, please contact your instructor and/or department head. The University Bias Response Team is also a resource that can assist you. Find more information at their website at http://bias.uoregon.edu/index.html or by phoning 541-346-2037.